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Abstract

The document contains an exposition of the tasks planned for “Iteration 2”.

Project Phasing – Iteration two

Version 1.0

# Activities

During the iteration the following activities will be carried out:

1. Documentation
   1. Update URS with the available functionality of the prototype
   2. Create a Design Document with up-to-date changes in the design of both the UI and back-end software
   3. Process Report to showcase all the progress the has been accomplished already
   4. Plan and describe the tasks for Iteration 3
   5. Update Work Division report.
2. Prototype
   1. Fix bugs from Iteration 1
   2. Extend the PoC to feature a buildable simulation model
      1. Re-design “Simulation screen” to be more user intuitive
      2. Explore possibilities for live updates of the UI
   3. Refactor back-end code to accommodate changes to the UI
      1. Segregate the “settings”, so they are divided by components